

In The Claims:

Please cancel claims 1-7, 9-27, and 29-42.

8. (Once Amended) A system for supporting electronic gaming, comprising:  
an event server configured to manage a game service, said event server  
providing a restricted access to said game service over an electronic  
network; and  
one or more user devices configured to communicate with said event server  
over said electronic network by performing a wireless communications  
procedure to thereby allow one or more system users to participate in  
said electronic gaming, said one or more system users each utilizing a  
respective one of said one or more user devices to perform a trading  
transaction for negotiating a transfer of ownership rights of an electronic  
certificate that relates to said electronic gaming, said certificate  
including owner information that identifies said ownership rights of said  
certificate, a certificate usage history that includes a chronological  
listing of various uses of said certificate, a certificate transfer history  
that includes a chronological listing of ownership transfers of said  
certificate, a certificate description that includes identification and  
authentication information for said certificate, security information that  
includes means to exclude unauthorized persons or entities from  
accessing said certificate, and data that includes at least one digital  
object that is related to said electronic gaming.

28. (Once Amended) A method for supporting electronic gaming, comprising the steps of:

managing a game service by utilizing an event server that provides a restricted access to said game service over an electronic network; and communicating with said event server over said electronic network by performing a wireless communications procedure with one or more user devices to thereby allow one or more system users to participate in said electronic gaming, said one or more system users each utilizing a respective one of said one or more user devices to perform a trading transaction for negotiating a transfer of ownership rights of an electronic certificate that relates to said electronic gaming, said certificate including owner information that identifies said ownership rights of said certificate, a certificate usage history that includes a chronological listing of various uses of said certificate, a certificate transfer history that includes a chronological listing of ownership transfers of said certificate, a certificate description that includes identification and authentication information for said certificate, security information that includes means to exclude unauthorized persons or entities from accessing said certificate, and data that includes at least one digital object that is related to said electronic gaming.